HEIRS & THE DELVETABLE	
Role Overview	
The Heir is a high-energy role that serves mainly to support the other House roles, with occasional improvisational roleplaying to find lost treasures.	
The Heir may travel freely to each table but may only take a single action at each.	
Heirs may use the freedom of travelling to different tables to relay important messages to their teammates.	
This is a challenging role as the player needs to know a little bit about every table and must time their actions well to make the best use of each table during any given Round.	
If using the Night's Watch optional faction, they will also begin delving for relics once their numbers begin to grow with fallen Heirs.	
If the Night's Watch has three or fewer members, an Heir may join them at any time.	
Doing so absolves the Heir's House of all penalties for revealed Secrets Cards and gives the Heir a new set of actions, based on the whim of the Night's Watch Lord Commander.	
The former Heir may still act to the benefit of their former House.	
The typical Round for an Heir willconsist of a few actions, all taking placein whichever order the Heir deems best, interrupting the action of the other roles.	
They will:	
1. Search after Relics Cards at the Delve Table, if the Heir has a Relic Location Card or the appropriate House	
2. Propose an additional alliance atthe Lords Table	
3. Stop a House from gaining Goldat the Lords Table during CourtIntrigue, if the Heir has matchingcolors in Beauty	
4. Grant one army a bonus action atthe Westeros Table	
5. Spend Gold to hire sellswords toSupport or Oppose armies, if theHeir has matching colors inBrawn	
6. Dig Up Dirt on allied Houses atthe Citadel Table; or chooseinstead to Research Legends or Visit Rookery, if the Heir hasmatching colors in Brains.	
Delve Table	
Heirs attempting to delve for relics must approach the Delve Table and parlay with the GM there.	
They must have at least one Relic Location Card and be either the House indicated on that card or have an Alliance with that House.	
Look to the large hanging banner of your House.	
The smaller banners clipped to your House are your allies.	
The Night's Watch can Delve with any Relic Location Card.	
Finding the relic's location is only the first step to acquiring it.	
The GM will conduct a short, free-form roleplaying scenario to reveal and obtain the Relic Card.	
The Heir (right) creates a story to tell to overcome theDelve GM's (left) challenge	
Make sure to speak with the Maester to strategize how often Relic Locations Cards will be needed.	
A good delve scenario should include an open-ended situation that could be found in the lands of Westeros.	
The Heir, once presented with the challenge, must describe how they overcome that challenge and make off with the relic.	
The Delve GM should use the background lore of the randomized Relic and Relic Location cards to quickly form an adventurous scenario for the Heir to overcome.	
Some example scenarios are presented below to help inspire creativity, if needed.	
Delve GM's can roll randomly or mix and match from the three categories to help craft their challenge.	
The player then rolls two six-sided dice.	
If the Heir describes how they use their Brains, Brawn, or Beauty to overcome the challenge, and have matching colored X's in that Trait, the player rolls three dice.	
If the Night's Watch simply describes how they use their abilities as a Ranger, Steward, or Builder to overcome the challenge, they also roll three dice.	

Regardless of number of dice rolled, the player adds the result of the best two dice together.		
The player, of either role, may then spend Gold onefor- one after the roll to add +1 to the result.		
On a result of 12: As a result of 10 and gain two Gold.		
On a result of 11: As a result of 10, and gain one Gold.		
On a result of 10, the Heir or Night's Watch Lord Commander gains a random Relic Card.		
Discard the Relic Location Card.		
On a result of 7-9, the player doesn't find a relic, but they do uncover forgotten loot.		
Gain one Gold and replace the Relic Location Card with a new one.		
On a result of 6 or less, the player is struck by a terrible affliction, a mortal wound were it not for the healing hands of benevolent Maesters.		
The player must choose to either spend 2 Gold or lose the Relic Location Card.		
Relics are extremely powerful cards that grant both a listed special ability as well as contribute one point of Power towards your House's final score.		
Relic Card abilities with limited number of uses, for example Wildfire, always count towards total Power, even if used.		
Refer to Appendix: Relics for additional information and a listing of all Relic Cards.		
A powerful Relic to be given a legendary name and used by both the Knight and Heir.		
Delve GMs have free reign to create these roleplaying scenarios.		
The Delve GM should ideally be someone comfortable with creating improvisational content on the fly, and have a good knowledge of the lore and history of A Song Of Ice & Fire.		
When in need of inspiration, look to the table below to create a random idea for a delve.		
See Appendix: Relic Locations for inspirational background and lore.		
Random Delve Agents		
1. A disgruntled or incompetentmember of a rival House		
2. Deserters from the Night's Watch		
3. Orphaned street urchins		
4. A local militia		
5. An armed group of heretics, orsome other religious order		
6. Merchants from the Free Cities		
7. A den of sleeping giants		
8. Wildling barbarians who haveslipped past the Wall		
9. Envoys from the Iron Bank		
10. An ambitious, traitorous vassal		
11. A sellsword group		
12. A lone scholar		
13. Warlocks from distant lands		
14. A Faceless Man assassin		
15. A stubborn farmer, shepherd, orservant with a particular vice		
16. Cannibals of the remote islands		
17. Pirates or marauding bandits		
18. The elusive Children of the Forest		
19. The malevolent groupintelligence of Weirwood trees		
20. Half-fish half-man monsters known as Squishers		

Random Delve Situations					
1occupy the territory, but claimto have no knowledge of the relicy	ou seek				
2have found the location firstand are currently searching forthe re	lic				
3are known to have folk talesthat could point to the location ofthe	relic				
4discovered the relic already andtook it to a place of protection					
5are hosting a tourney, with therelic as a prize!					
6bar your path to the relic,demanding a toll					
7wish to sell the relic to thehighest bidder					
8can't decipher the riddleprotecting the relic					
9have notes with moreinformation on the relic'slocation					
10demands a marriage pact inexchange for the relic					
11sold the relic in a time longforgotten					
12consider you taking the relic anact of war					
13are using the relic for somereligious purpose, withoutknowing i	t's true nature				
14lost the relic amongst countlessbooks in a disused library					
15 has the relic in theirpossession, but is now beingransomed by	your enemies for anexorbitant sum	of gold			
16 sent the relic to you via wagonor ship, which has now gonemi	ssing				
17 are terrified of steading thehaunted tomb or barrow wherethe	relic lay buried				
18 are trying, and failing, to opena sealed vault containing thereli	c				
19 are trying to fish the relic fromthe bottom of a raging river					
20keep the knowledge of the relicwithin their hive-mindedcollective	ve consciousness				
Random Delve Complications					
1and have an especially strongleader					
2and won't speak with outsiders					
3and are in isolation due todisease					
4and are currently preparing forbattle					
5and are about to melt it downfor parts!					
6and are all deaf					
7and refuse to speak tomen/women					
8and are incredibly superstitious					
9and are currently in mourning					
10and are absolutely smitten withyou					
11and may have lost the relic					
12and have a fake relic!					
13and are very forgetful.					
14and are fearful of assassins.					
15and have hired a mercenaryband for protection					
16and won't give it to anyone butyour Lord.					
17and are just incredibly drunk.					
18and are partial to those withValyrian X Traits.					
19and hate those with Valyrian XTraits.					
20and one of them hastelepathically skinchanged into the relic.					

Throne Table													
While here durin	g the Court Intrig	ue phase near the	end of the Round	d, Heirs may choo	ose a House to be	e denied its bonu	Gold coin, after	cards are revealed					
Heirs use their o	wn set of cards, v	which show the He	ouse banners.										
If the Heir has m	atching colors in	the Beauty Trait,	the Heir may also	propose and mai	ntain one extra A	dliance, but only i	the Lord is silent	while the Heir spe	aks.				
This is intentiona	ally made to creat	e mismatched str	ategies and confu	sion between the	Heir and their Lo	ord.							
Make sure to spe	eak with your Lor	d before the Rour	d begins to develo	op a coordinated	strategy.								
Westeros Table													
Once per Round	l, the Heir may gr	ant any of their ar	mies an additional	action (Support,	Oppose, Raid, G	Sive Battle, Conqu	ier, Force March,	Cut Off).					
See the Knights	& Westeros Table	e section for addit	ional information	on what these act	tions do.								
The Heir must ro	oll dice and move	armies as approp	riate.										
This interrupts B	anner Order, so o	choose the timing	of this action wise	ly.									
If the Heir has m	atching colors in	the Brawn Trait, t	he Heir may also l	nire sellswords by	spending Gold,	one-for- one, to e	ither Support or C	oppose any army.					
			time that the Heir										
Make sure to spe	eak with your Kni	ght before the Ro	und begins to dev	elop a coordinate	d strategy as to	when and where	our help is neede	d most.					
Heirs seen stand	ding behind their I	Knights, ready to	spring into action.										
		, ,											
Citadel Table													
Once per Round	while here, the H	leir mav attempt t	o Dig Up Dirt to ga	ain a Secrets Car	d on a currently a	allied House.							
			+ the number of C		-		ds the results of th	ne best two dice.					
On a result of 10	or more covertly	⊣ ⁄ gain a hidden S∉	ecrets Card and th	⊢ le Maester loses :	⊣ all Crystals of Kn	owledge							
3.1 a 100an 31 10		gani a maasii s		is massis. Issue (	0.70.0.0 0	omeage.							
On a result of 7-	9 choose to give	the Maester eithe	er a raven or a nev	∪ v Crystal of Know	·ledae								
On a result of 7	, choose to give	The Macotor Cities		oryotal or raion	lougo.								
On a result of 6	or less, give the N	laester a raven											
Off a result of o	or icss, give the it	lacsici a laveli.											
If the Heir has m	atching colors in	the Braine Trait t	he Heir may inetes	ad choose to Visit	t Pookery (roll die	ce to gain a Dark	Wings Dark Word	e Card) or Pessar	ch Legende (roll d	ice to gain a Peli	c Location Card) in	lieu of Dia Un Dir	+
ii tiic i icii ilas iii	latering colors in	lic Brains Trait, t	ne rien may mote	du choose to visit	r rookery (ron ak	oc to gain a bank	Willigs Dark Word	s dara) or rescare	on Legends (roll d	de to gain a rem	J Location Gara) in	lica of big op birt	<u>.                                    </u>
See the Maester	rs & The Citadel T	able section for a	dditional informati	on on what these	actions do and t	the benefits of ray	ene						
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Bloodlines & Tra	iite												
		ama with a pro de	storminad Bloodlin	oo Card abouing	n the three Treits	(Proinc Proun I	Populty) and two o	olored V'e nevt to	and Trait				
	aits has matching		stermined Dioodill	Jes Caru, SHOWING	y ure unee rialls	וויס, Diawii, i	beauty) and two c	olored X's next to	sacii iiail.				
			la far having mate	hing colors (see	abaya) aa walla	o on additional an	anial ability bases	l an the avent cale	r (aga abart balau	`			
		•	•	` `		s an auullional Sp	eciai abiilly based	I on the exact colo	(see chart below	)-			
			new Bloodlines C			ago A Marriaga ta	grant more hand	ioial Traita and and	soial abilition to th	Hoir			
		•					•	icial Traits and spe					
DIANK A S III a TI	an are considered	a the Same COIOF a	and matching, gra	nung a special ac	as iisted add	ove, but do not co	mer any color-rela	ited special ability	per the table belo	N.			

Make sure to speak with your Lord and Maester to coordinate a strategy of Alliances that helps produce the best Traits for you to use.	
BRAINS CONTRACTOR CONT	
XX Oppose all enemy armies that Give Battle against your armies located in lands with Iron icons.	
This applies to all of your armies while you are at the Westeros Table.	
XX Gain +1 to the results of Research Legends rolls.	
XX Gain a raven on a result of 10 or higher on any rolls you make at the Citadel Table.	
XX Gain an extra die (drop the lowest) to Delve rolls when you describe your actions using your wits.	
XX While at the Citadel Table, you may choose Forge A Link as your action in lieu of Dig Up Dirt.	
BRAWN BRAWN	
XX Gain +1 to the result of Conquer rolls when used against a land without a Stronghold.	
This applies to all of your armies while you are at the Westeros Table.	
XX Gain an extra die (drop the lowest) to Delve rolls when you describe your actions using a show of force.	
XX Oppose all enemy armies that Give Battle against your armies located in lands with Lumber icons.	
This applies to all of your armies while you are at the Westeros Table.	
XX Whenever you are at the Westeros Table, you may spend a Resource to choose the destination of armies Routed by your own.	
You must choose a valid land, if available.	
XX Whenever you are at the Westeros Table, your armies may ignore the effects of enemy Strongholds.	
BEAUTY SEAUTY	
XX Gain +1 to the result of Conquer rolls when used against a land without a control sticker.	
This applies to all of your armies while you are at the Westeros Table.	
XX Gain an extra die (drop the lowest) to Delve rolls when you describe your actions using your charms.	
XX Gain +1 to Dig Up Dirt rolls.	
70. Cam - 1 to big op bill tollo.	
XX Whenever you are at the Citadel Table and your House gains a Secrets Card, gain one more.	
22	
XX Whenever you Delve, gain an additional Gold, no matter the result.	
200 Timeneral year 20110, gaint an additional Gold, no matter the result.	
Events	
The GM assigned to the Delve Table must also care for, plan, and announce occasional Events in between Rounds.	
Events are small narrative twists to the story that give a twist to everyone's strategies or offer a side quest or mini- game.	

Appending the effects lought and clearly					
Announce the effects loudly and clearly.					
Listed below are some suggested example Events.					
Opening Messages					
ntroduce each House in reverse Banner Order.					
Allow them a chance to yell out their House words.					
Introduce the Targaryens last, explaining how they are	a a foreign conqueror from the East.				
Burning Comet					
A streaking comet is seen traveling across the sky, in	spiring dreams.				
Each Maester immediately gains a new link on their c	hain.				
Woods Witch					
The Woods Witch spreads prophecy and rumors.					
Each Maester gains one free Secrets Card from an al	ly of their choice.				
Jousting Tournament					
All Knights must roll 5d6.					
The highest roller gains 3 Gold, the second highest ga	ains 2 Gold, and the third highest a singl	e Gold coin.			
Folklore Stories					
The tales of the smallfolk help guide your studies duri	ng the next Round.				
Any roll of 10 or higher at the Citadel Table grants a b	onus Relic Location Card in addition to	its effect otherwise.			
Delve rolls gain a bonus die (use the highest two).					
Ancient Trade Contracts Unearthed					
Each Lord must give the Throne GM a Resource of th	eir choice and then receives a random f	Resource card back from the pot.			
The Longest Season					
The season automatically changes at the end of this I	Round and Maesters skip the Conspirac	y phase of their turns.			
The next House to start Banner Order is randomized.					
Wedding Season					
Lords and Heirs make a show of themselves while the	eir bannermen shower them with gifts.				
For each of your armies at your House seat at the end	<del>-</del>				
	gam a constant				
Brigands					
All Lords lose a Resource card of their choice.					
Iron Bank Investments					
Once this next Round, all Lords may choose to spend	3 Gold coins and roll two dice				
A result of 10 or more grants 10 Gold coins in return,		and a result of 6 or lower loses all of th	ne money		
A result of 10 of filler grafits 10 Gold coins in fetulin,	a result of 7-9 returns 4 Gold Collis Dack	, and a result of 0 of lower loses all 01 (f)	ie money.		
Hidden Lines and					
Hidden Lineages					

Heirs (but not N	Maesters) treat Bla	ink X traits as the	ir choice of color d	uring the next rou	ınd.					
Setup										
A handful of six A handful of Go Half the Bloodli All Relic Cards One Relic Loca	old for Delve rewa nes Cards. One for (total of 40 cards)	rds or each Heir for 10 n- allied House for	) Rounds, includin		ard for the first Ro	und (total of 80 ca	rds)			
Optional Setup										
	ins or other badg	e of office for the lentify the player's								